

A GAME BY MARCIN ROPKA & VIOLA KUBOWSKA

SOLAR CITY

SOLARPUNK BOARD GAME



RULEBOOK

[DRAFT VERSION 2018.05.20]

OVERVIEW

It's 2035.

Global supremacy of the biggest and most important technocratic corporations in the world has led to exploitation and degradation of the earth's ecosystem. Due to these changes alongside with things like wars, riots, people abuse and hunger - world's population has been decreased by more than 35%. In a short time period alliances has been broken and nations collapsed due to the bankruptcy. People have divided themselves into smaller more groups, clans alike that believe in equality. They rejected technocratic and turbo-capitalistic ideas of the global reach. And the society started to rebuild.


















But the corporations didn't give up so easily. With their own armies, access to the technology and factories equipped with laboratories, they've decided to find their way in the new order while updating their plans. They simply felt that they have to adjust. But to gain back their influence and peoples trust, they announced their new plan. A project to change cities with combined forces into the green, ecological fortresses that will save the mankind. A project called - Solar revolution - that will use all the ecological ideas of the XXI century. Involving ideas like usage of the renewable energy, creation of sky gardens and replace peoples work with the machines. They hired the greatest scientists and specialists in ecology to create the greatest project for the new generation.

Humanity has decided to accept this new given chance to create a just, ecological world. Although corporations see in this a lucrative business opportunity and we can't be sure, what is their end goal in this all...

Welcome to **Solar City**. In this game, your task is to create a city of tomorrow. You will build great **Skyscrapers** to generate revenue, construct **Public Structures** to improve your city's infrastructure, and upgrade your existing Skyscrapers into **SkyGardens** – brand new generators of clean bio-energy and oxygen with active turbines, photovoltaic panels, and smart water distributors.

Each time you build something, an entire part of your city is activated, giving you various benefits, but each part of your city can only be activated once per round. Careful planning is required, not just what to build, but where to build it. And you need to keep an eye on your opponents, because where they choose to build has an impact on you! Your success is measured in the gaining of Solar Points, and the player with the most Solar Points at the end of the game is declared the winner.

COMPONENTS




- 1 Main board
- 4 City boards
- 108 double-sided Building tiles - 12 types with 9 copies of each type (top side -  Skyscraper / bottom side -  SkyGarden)
- 18 Public Structure tiles  - 9 types with 2 copies of each type
- 80 E-coin tokens  with different values:
 - 36 tokens  with value 1
 - 20 tokens  with value 3
 - 14 tokens  with value 6
 - 10 tokens  with value 12
- 60 Solar Points tokens  with different values:
 - 30 tokens  with value 1
 - 18 tokens  with value 3
 - 12 tokens  with value 6
- 10 Loan tokens 
- 12 Building cards
- 32 Activation markers  (discs - depends of the version red/blue/green/black)
- 4 Skyscraper makers  (black cubes)
- 4 SkyGardens markers  (green cubes)
- 1 Round marker  (disc - depends of the version red/blue/green/black)
- Rule book

GAME SETUP

1. Each player receives:




- 1 City board
- 1 Skyscraper marker
- 1 SkyGarden marker
- 8 Activation markers



- 1a. Each player places their City board in front of themselves.
- 1b. Each player places their Skyscraper marker  on the bottom space of their Skyscraper track, and their SkyGarden marker  on the bottom space of their SkyGarden track.
- 1c. Each player places their Activation markers  next to their City boards.



Note: If a game with fewer than 4 players, place all the remaining markers and City boards back inside the game box.


2. Place the **Main board** in the middle of the playing area and place the **Round marker** on the first space of the round tracker.
3. Place all of the  **E-coins**,  **Solar Points**, and  **Loan tokens** in a general supply near the Main board.
4. Take the **Building cards** and shuffle them. Then, deal 6 of them out at random and place them in a row next to each other. Re-arrange the cards so that they are in descending order of value from left to right, with the highest value card on the left. If two or more cards have the same value, the relative order of those cards should be in the order that they were dealt out. Place the remaining Building cards back into the box.

Note: The value of a Building card is shown by the number of pips in the middle of the card.

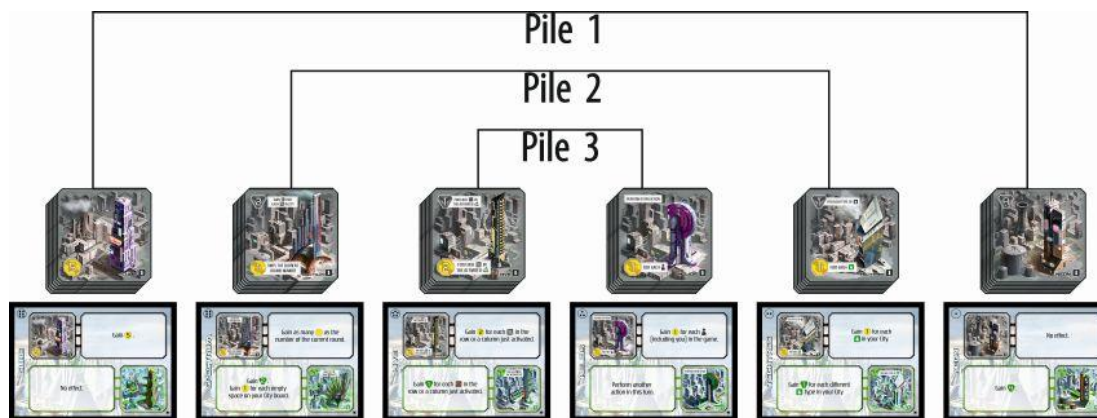


5. Take the **Building tiles** corresponding to the Building cards that were dealt out and separate them into 6 sets based on the Building name. Depending on the number of players in the game, count out a certain number of tiles from each set according to the table below

Number of players	2	3	4
Number of tiles to use from each set	5	7	9 (all)


Place these tiles in their sets above the cards with **Skyscraper sides up** (showing this icon ). Put the remaining tiles back into the box, they will not be used in this game.

6. Create 3 piles by mixing the Building tiles from two different tile sets together, as per the image below.



Shuffle each pile of Building tiles separately, ensuring that the tiles do not flip over when shuffling, and place them above the Main board into the appropriate slots. It doesn't matter which pile is placed into which slot.

Note: When you are learning Solar City, we recommend leaving the Building cards in the play area, so everyone can see them. However, once you are experienced with the game, the Building tiles themselves should be enough, so the Building cards may be placed back into the box at this point.



- Take the **Public Structures** tiles , shuffle them and then randomly count out a number of tiles depending on the number of players in the game. These are the Public Structures which will be used in this game.










Number of players	2	3	4
Number of Public Structures	10	14	18

The rest of the Public Structures tiles not used in the game should be placed back into the box.

Shuffle all Public Structure tiles chosen and create a **face-down** pile with them, placing the pile next to the Main board. Reveal the top 3 tiles from the pile and place them **face up** in the slots below the Main board. *If you reveal 2 identical tiles, place one of them on the bottom of the pile and reveal another in its place, repeat if necessary until there are 3 unique face-up tiles.*

The 3 face-up tiles are the **Public Structures pool**.

- The player who most recently improved the natural environment in any way is the **starting player**. Each player receives a number of , according to the table below. Players should keep their  next to their City boards.

Number of players	2	3	4
Number of E-coins at the start of the game	Starting player: 6  2nd player: 9 	Starting player: 6  2nd player: 9  3rd player: 12 	Starting player: 6  2nd player: 9  3rd player: 12  4th player: 15 

You are now ready to start the game.



Fig. 1 Example setup for the 3 players game

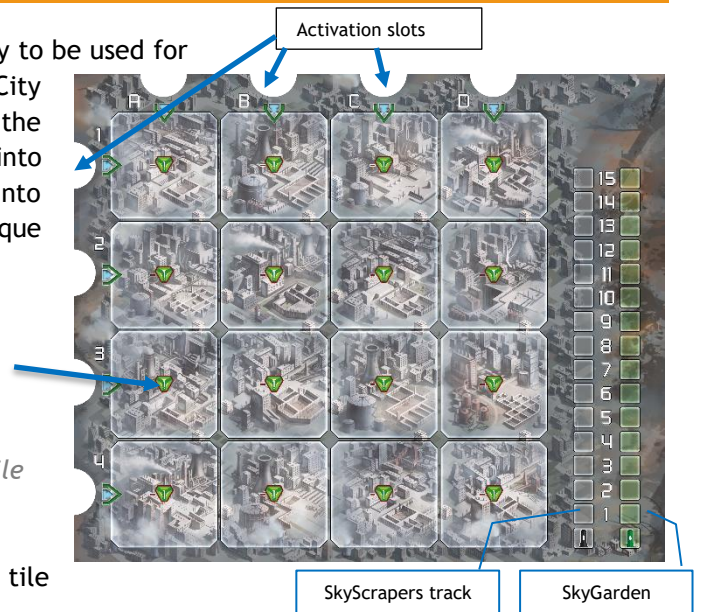
KEY CONCEPTS

The **City board** represents an urbanized part of the city ready to be used for construction. The biggest part of the board in center is the City itself - a square grid containing 16 smaller spaces, where the players will be constructing Skyscrapers, which can be turned into SkyGardens, and Public Structures. Each City board is divided into rows (1 - 4) and columns (A - D) so each space have its own unique code. For example space 3A.

- **Empty space:** A City space, that doesn't contain any tile (Skyscraper, SkyGarden, or Public Structure). Each empty space on your City board at the end of the game loses you 1 🍃.

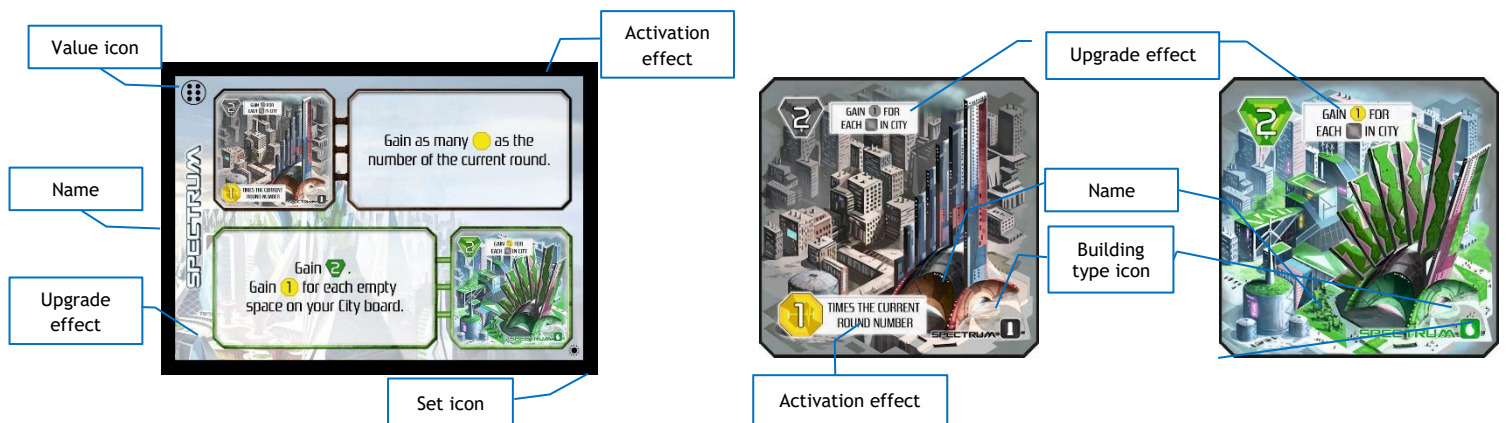
Note: A space containing tokens or markers but without a tile is still considered empty.

- **Occupied space:** A City space that contain any tile (Skyscraper, SkyGarden, or Public Structure).
- **Adjacent** - Spaces and tiles are considered adjacent only orthogonally (vertically and horizontally).



Building cards & tiles:

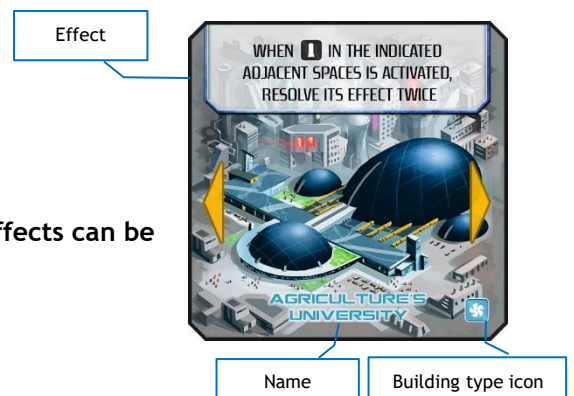
1. **Name:** The type of building.
2. **Value icon:** Used only during the setup of the game.
3. **Set icon:** Identifies whether this card is from the Base game or an expansion.
4. **Activation effect:** What happens when the Skyscraper is activated.
5. **Upgrade effect:** A one-time bonus when you upgrade to a SkyGarden.





Public Structures:



1. **Name:** The type of Public Structure.
2. **Effect:** The benefit of this tile once you have built it.



A list of every Building tile and Public Structure tile along with their effects can be found at the back of this rule book.



E-Coins and Solar Points

Whenever you are instructed to gain  or , take tokens of that type and equal value from the general supply and place those next to your City boards in their resources pool.

When you need to spend or lose  or , move the required amount of tokens of that type from your resource pool to the general supply.

You may exchange your  and  tokens for ones of the same total value at any time.

E-coins and Solar Points are not limited by the number of components. In the rare case that there are not enough, use something else as a replacement.

GAME STRUCTURE




Solar City is played over a series of rounds, with each round divided into individual player turns.



Beginning with the starting player and continuing in clockwise order, each player takes a turn. In most cases, on one player's turn, all players will place one of their own Activation markers into a slot on their City board. A round ends once the last Activation slot is filled.

The game is played until either a certain number of rounds are played or one City board has been filled up. More details on the end of the game can be found on page XX.

Player turn





On your turn, you **must** perform **one** of three possible actions:






- Build a Skyscraper 
- Build a Public Structure 
- Upgrade a Skyscraper into a SkyGarden 

You cannot skip your turn, and in most cases you will need to spend  to perform an action. If you do not have enough  to perform the action you want to, you must first take a loan and then perform an action.

Taking a loan

You may take one or more loans at any time during the game if you do not have enough money to pay for the action that you want to do or you need to pay a cost and you don't have enough.

For each loan you take, gain 3  and take 1 Loan token . You can pay back your loans at any time by paying 6  and returning the Loan token. Each unpaid loan at the end of the game loses you 1 .

Example: Mandy wants to perform an action of Building a Skyscraper, she needs 4 . She doesn't have any , so she takes 2 loans and gain 6  from the general supply. If she fails to pay these loans back by the end of the game (requiring a total of 12 ) , she will lose 2 .

Build a Skyscraper

This action allows you to build a new Skyscraper in your Cities. To perform this action, do following steps in this order:

1. Choose a Skyscraper and a place to build it

Choose one of the Skyscrapers which is available to be built (the top tile on each of the piles of Building tiles). Usually there will be 3 tiles to choose from unless one of the piles is empty. Then, choose an empty space on your City board where you plan to build the Skyscraper. If that space contains any tokens, place them into your resource pool.

2. Pay the building cost

You must pay 1 🟡 E-coin for every Skyscraper already on your City board before you place the new tile (i.e. your first one is free!). Use your Skyscraper track for tracking the current number of Skyscrapers on your board and for estimating the cost of the new one.

3. Build the Skyscraper

Place the Building tile, Skyscraper-side up on the space previously chosen. Move your Skyscraper marker up one space on your City board to indicate how many Skyscrapers there are in your City, along with the cost of building next Skyscraper.

4. Check for City Activation

Check the Activation slots in the row and column where you built the Skyscraper.

- If both Activation slots have markers in them, no activation takes place and your turn is over.
- If only **one** Activation slot is empty, you must place one of your Activation markers in that slot. That row or column then activates (see below).
- If **both** Activation slots are empty, you must place one of your Activation markers in one of those slots (you choose). That row or column then activates (see below).

Note: While it is possible to build a Skyscraper in a row and column which have already been activated (i.e. the Activation slots are full), you usually want to be placing a new Skyscraper so that you can activate a part of your City.

Note: It is possible to have more than one Skyscraper of the same type in a City.



City Activation

Every action in game has the possibility to Activate a part of the City (either a row or a column). This happens when the current player places an Activation marker in an empty Activation slot: that row or column then activates.

When a row or column is activated, every Skyscraper in that row or column is also activated (in any order). The effect of each is printed on the tile and the corresponding Building card. Each Skyscraper effect is optional and activated once only per City activation. SkyGardens and Public Structures **do not** get activated.

After a player has activated their City, every other player must place one of their own Activation markers on the same Activation slot around their own City boards. The other players **do not** activate their Skyscrapers when doing this, the marker represents which part of a City has been already used and cannot be activated by any other player until the following round.



Example: If it Round 3 and Mandy is the starting player. She chooses to build a Skyscraper and takes a Hive Skyscraper from the top of one of the piles. Then she must choose an empty space on her City board, she decides on space A2. She then pays the building cost. Since she already has 4 Skyscrapers in her City, this costs 4 🏠. Mandy then places that tile on her chosen space.

Looking at the Activation slots for Column A and Row 2, both of them are empty, meaning that Mandy can choose either of them to place an Activation marker in. She decides to activate Row 2, since this will bring her more benefits, so she places an Activation marker next to Row 2.

The Hive Skyscraper (built this turn) gains her 4 🟡 (two adjacent empty spaces), while the Cube Skyscraper generates 5 🟡 ! The Hive SkyGarden does not activate.

Finally, all other players must now place one of their own Activation markers in the Row 2 slot. Mandy's turn is now over.



Activation markers

All players should remember to place their Activation markers into their Activation slots whenever any player triggers a City Activation. At the end of any player's turn, all players should have the same Activity slots filled. If, during that turn there was no City Activation, no one places any Activation markers that turn.

Build a Public Structure 🌀

This action allows you to build a new Public Structure on your City board. This action is similar to building a Skyscraper action, to perform it, do following steps in order:

1. Choose a Public Structure and a place to build it

Choose one of Public Structures from the **Public Structure pool**. Usually there are 3 Public Structure tiles to choose from, unless the Public Structures pile has run out, in which case, you can only choose from the tiles remaining. If there are any tokens on the chosen tile, take those into your resource pool. Then, choose an empty space on your City board where you plan to build the Public Structure. If that space contains any tokens, place them into your resource pool.

2. Pay the building cost

The cost of a Public Structure is always 6 🟡, irrespective of how many Public Structures are already on your City board.

3. Build the Public Structure

Place the Public Structure on the space previously chosen.

4. Refresh the pool

Take the top tile from the pile of Public Structure tiles and place it face up in the now-empty slot below the Main board. Skip this step if the pile is empty.

Note: During the game, it is okay to have two of the same Public Structures in the Public Structures pool. They only needed to be different during setup.

5. City activation

Check the Activation slots in the row and column where you built the Public Structure.

- If both Activation slots have markers in them, no activation takes place and your turn is over.
- If only **one** Activation slot is empty, you must place one of your Activation markers in that slot. That row or column then activates (see page 7).
- If **both** Activation slots are empty, you must place one of your Activation markers in one of those slots (you choose). That row or column then activates (see page 7).

Note: While it is possible to build a Public Structure in a row and column which have already been activated (i.e. the Activation slots are full), you usually want to be placing a tile so that you can activate a part of your City.

Example: Mike decides to build a Public Structure. He chooses the Museum of Trees and takes the 2 🟡 on that tile. Then he chooses where to build it, he decides on Space A2. He must then spend 6 🟡 to build the tile. He only had 4 🟡 before he chose this action, but the 2 🟡 give him the 8 he needed. He places the tile on space A2 of his City board.

The Public Structures pool is then refilled with a new tile from the top of the Public Structures pile.

Unfortunately, there is already an Activation marker in both column A and row 2, so Mike does not activate his City and his turn is over.



Once a Public Structure has been built, it gives an ongoing effect that may be used whenever certain conditions are met. This is summaries on the tile itself and a full description can be found at the back of this rulebook.

Upgrading to a SkyGarden 🏡

This action allows you to upgrade one of your Skyscrapers into a SkyGarden.

To perform this action a player must do following steps in this order:

1. Choose a Skyscraper on your City board

Choose a Skyscraper on your City board that you want to upgrade into a SkyGarden. You can only upgrade a Skyscraper if least one of the Activity slots in the row or column of that Skyscraper is empty. If there are any tokens on that tile, place them in your resource pool.

2. Pay the upgrade cost

You must pay 2 🟡 for every SkyGarden already on your City board before taking this action (i.e. your first one is free!). Then, move your SkyGarden marker up by 1 space on their City board and your Skyscraper marker down by 1 space.

3. Resolve its effect of the SkyGarden

Flips the chosen Skyscraper tile over to the SkyGarden side and immediately resolve its effect. Note that this is a one-time effect, it does not trigger again when you activate your City.

4. City Activation.

Check the Activation slots in the row and column with your new SkyGarden.

- If only **one** Activation slot is empty, you must place one of your Activation markers in that slot. That row or column then activates (see page 7).
- If **both** Activation slots are empty, you must place one of your Activation markers in one of those slots (you choose). That row or column then activates (see page 7).

Example: Carol wants to upgrade one of her Skyscrapers into a SkyGarden. She has 4 Skyscrapers on her City board: Hive at space A2 and A3, Cube at space A1 and Helios at space B3. Since there are already Activation markers in column A, B and rows 3 and 4, she cannot upgrade any other Skyscrapers than the Hive. Row 2 does not have a marker in it, so she can upgrade one of her Hive Skyscraper.



Since there are already 3 SkyGardens on Carols City board, the cost of upgrading is 6 🟡. After paying the cost, she flips the Hive tile on the other side and resolves its effect: she gains 3 🟢. After that, she adjusts both her SkyGarden and Skyscraper markers on her City Board. She places an Activation marker in the slot for Row 2 and would activate all her Skyscrapers in that row if there would be any. All other players must then also place one of their own Activation markers in their slot on Row 2 but do not activate their own cities. Carols turn is over.

END OF A ROUND

A round ends at the end of any player's turn when all Activation slots have Activation markers in them.

At this point, the following steps need to be performed:

1. Resolve the effects of any Public Structures which happen at the end of a round.

Note: If this was the last round of the game, stop here and proceed to **final scoring**.

2. All players remove their Activity markers from Activity slots and place them next to their City boards.
3. Place 2 🟡 on every Public Structure tile available in the Public Structures pool. If a Public Structure already has 6 🟡 on it, place 1 🟢 on it instead.
4. Advance the Round marker by 1 space.

A new round now begins. The player to the left of the player who took the last turn and triggered the end of the round takes the first turn in the new round.

END OF THE GAME

A game of Solar City ends in one of two ways:

- The game has been played for a certain number of rounds depending on the number of players:

Number of players	2	3	4
Number of rounds	5	7	9

- One player has 16 tiles on their City board, filling it. If this happens, the game ends at the end of that player's turn, proceed to final scoring. In the rare case that a player fills up their City board in the last turn of the last round, resolve an end of a round before proceeding to final scoring.

Final scoring

At the start of final scoring, each player has the opportunity to pay off any loans they took during the game. For each Loan token a player has, they may pay 6 🟡 to return the Loan token to the general supply.

Players now score points as follows:

- For each Loan token you have, lose 1 🌱 collected during the game.
- For each SkyGarden on your City Board, gain 1 🌱.
- For each empty space on your City board, lose 1 🌱.
- For every 12 🌞 you return to the general supply, gain 1 🌱.

Each player then counts all their 🌱 and the player with the most wins the game!

In case of a tie, the tied player with the most 🌞 wins. If there is still a tie, the tied player with the fewest empty spaces on their City boards wins. And in the rare case there is still a tie, all tied players share the victory.

CREDITS

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